

WUSA PLAYING RULES

PREAMBLE

These WUSA Playing Rules apply to all divisions other than 6U, which has its own separate set of rules.

- WUSA 7U and 8U divisions play by USA Softball (“USAS”) Girls 10U fast pitch rules.
- WUSA 9U division plays by USAS Girls 10U fast pitch rules except that in the first full inning of the game, both teams utilize a girl pitcher and, thereafter, a pitching machine is utilized in lieu of a girl pitcher.
- WUSA 10U division plays by USAS Girls 10U fast pitch rules except, for the first half of the season, that in the first two full innings of the game, both teams utilize a girl pitcher and, thereafter, a pitching machine is utilized in lieu of a girl pitcher. The second half of the 10U season utilizes a girl pitcher exclusively.
- WUSA 11U division plays by USAS Girls 12U fast pitch rules.
- WUSA 12U division plays by USAS Girls 12U fast pitch rules.
- WUSA 14U division plays by USAS Girls 14U fast pitch rules.

All USAS Playing Rules and definitions apply unless modified by these WUSA Playing Rules. When a WUSA rule states that it applies to a certain division, it does not apply in any other division. WUSA rules supplement USAS rules unless the WUSA rule replaces the USAS rule of the same number, indicated by “(Replaces USAS)”.

RULE 1: DEFINITIONS

7U/8U OVERTHROW: In 7U and 8U, a ball that is thrown on an initial play by an infielder to first base or to third base that is not caught and enters foul territory with the batter reaching first base safely.

9U OVERTHROW: In 9U a ball that is thrown on an initial play by an infielder to first base that is not caught and enters foul territory with the batter reaching first base safely.

INNING (Replaces USAS): That portion of a game within which the teams alternate on offense and defense and in which there are three outs or the Inning Run Limit (defined below) for each team. A new inning begins immediately after the final out of the previous inning or at the end of the play on which the Inning Run Limit is attained, unless a successful appeal play results in the Inning Run Limit run not being attained and the inning continuing. Any additional runs scored after the Inning Run Limit in the inning do not count.

INNING RUN LIMIT: The maximum number of runs that a team can score in its offensive half inning. The Inning Run Limit is four runs for all WUSA divisions, except for, i) the WUSA 9U division, where the Inning Run Limit is two runs when a girl pitcher is utilized and four runs when the pitching machine is utilized and ii) pursuant to Rule 5-11A, the Inning Run Limit is increased to eight runs. Upon the recommendation by the division coordinator and approval by the board, WUSA may increase the 9U division Run Limit for the girl pitcher inning to four Runs the 2nd half of the Fall or Spring Recreation Season based on the assessment of the quality of pitching in the division.

RULE 2: THE PLAYING FIELD

2-2A.1: On fields that are not entirely fenced, the boundary lines of the field shall be imaginary extensions of the side fences parallel to the foul line.

2.2A.2: During 7U and 8U games played on Gilbert/Ahrens fields, when games are played on both fields simultaneously, on any occasion when a ball batted in play is not fielded and stopped by a defensive player before passing the chalk line separating the fields, or imaginary chalk line extension, the result is an automatic home run.

2-3L: In 7U and 8U, there will be hash marks midway between first base and second base, second base and third base, and third base and home plate.

RULE 3: EQUIPMENT

3-3F.4: 7U and 8U use an 11 inch ball issued by WUSA (Dixie 11- Level 5).

3-3F.5: In all divisions, bats must be USA, ASA, or USSSA certified.

3-5C: In 7U and 8U, the catcher must wear full catcher’s equipment per USAS Rule 3.5.C.

- 3-5D: In 7U, 8U, 9U, 10U, 11U and 12U, all players playing in an infield position, except for catchers or pitchers subjected to Rule 3-5E.2, will be required to wear a USAS approved fielder's face mask. In the 14U division, all players at the pitcher or third-base position must wear USAS approved fielder's face masks, and those playing first-base are encouraged to do so. In the 7U, 8U and 9U divisions, in the event USAS approved fielder's face masks are not available, players may wear USAS approved batting helmets in lieu of fielder's face masks.
- 3-5E.2: In 9U and 10U (when the pitching machine is being used to pitch), players playing the pitcher position (fielding pitchers) shall wear USAS approved batting helmets.
- 3-5F: All offensive players must wear an USAS approved batting helmet whenever they are on the playing field.
- 3-6F: (Replaces USAS) No jewelry is allowed.
- 3-6G: Players must wear either softball shoes complying with USAS rules, tennis shoes, or soccer shoes.
- 3-6H: Players' hair should be secured away from their eyes.
- 3-6I: All players are strongly encouraged to wear the WUSA provided uniforms, but no player shall be excluded from a game based on uniform irregularities such as mismatched clothing or missing or duplicate numbers.

RULE 4: PLAYERS AND SUBSTITUTES (REPLACES USAS)

4-1. Players

- 4-1A: Lineup cards are to be completed and submitted to the opposing manager prior to the start of each game. The lineup shall include player names, numbers, and position in the batting order. If a wrong number is on the lineup card, correct it and continue playing with no penalty. Any player arriving after submission of the lineup card will be added to the bottom of the batting order.
- 4-1B: Managers must complete a defensive player position plan for the first three innings of a game and submit it to the opposing manager prior to the start of the game indicating they are in compliance with the participation rules applicable to that division. Any changes to the plan during the game must be reported to the opposing manager prior to the start of each inning in the field and any changes must result in compliance with this rule.
- 4-1 C: Pickup Players: teams may add one or more pickup players to their team for a game provided the following conditions are met:
1. The team has at least six rostered team members present and able to play at the start of the game and throughout its entirety. If and when this requirement is not met, the game is forfeited (i.e. if a rostered player leaves midgame due to illness or injury).
 2. When six or seven rostered team members are present at the start of the game, the team may use as many pickup players as needed to reach eight players in total (i.e. when there are six rostered team members, the team may pick up two players, and when there are seven rostered team members, the team may pick up one player.)
 3. During the Spring regular season, pickup players must be from a division at least one level lower, e.g., 10U teams may use pickup players from the 9U division or below. Fall Ball regular season pickup players may be from the same division or lower. In no instance may a pickup player be from an older division
 4. If additional team members arrive after the start of the game, pickup players remain in the lineup, even if this would take the number of players over eight. However, at no time should a rostered player sit out with a pickup player in the field. Any rostered player that arrives after the start of the game will be added to the end of the batting lineup.
 5. During the regular season, pickup player(s) must bat last in the batting order and may only play the infield a maximum of one inning and may not play the pitcher or catcher position.
 6. During the regular season, if a team's drafted pitcher is unavailable, but another pitcher is rostered (e.g., a player who attended the pitcher tryout and was undrafted), teams can pick up a pitcher from a lower division in the spring or the same or lower division in the fall. The pickup pitcher can pitch a maximum of one inning. The inning pitched also serves as the player's one infield inning allotment.
- If a team's drafted pitcher is unavailable and there are no other pitchers on the team, a pickup pitcher is permitted, but the team picking up forfeits the game.

7. Pickup players are permitted for season end tournaments, but the game is an automatic forfeit by the team picking up the player.

4-1D: In 7U, 8U, 9U and 10U, all players play in the field every inning.

4-1E: In 11U, 12U, and 14U, only nine players play in the field in each inning, and

1. The number of innings sat out cannot differ by more than one inning between any two players on the same team, and no player is allowed to sit out consecutive innings. As an example, in the event a team is playing with exactly ten players, no player may sit out more than one inning in the game.
2. Managers may exclude the starting pitcher (if the two-pitcher rule is not in effect—WUSA Rule 6A-11 below) and/or the starting catcher from this rule so long as those players remain in their starting positions, i.e., if the manager removes either player from her starting position, then the above rule applies to that player.

4-1F: If a player becomes unable to play for any reason, including injury, sickness, or leaving the game, the manager must notify the umpire and the opposing team's manager of the player's status. The injured player's place in the batting order will be skipped with no out recorded unless Rule 5-12 applies. Per rule 5-12, during the season end tournament, a team must bat a minimum of 8 players. Batting a lineup with fewer than 8 results in an automatic out for vacant positions up to the 8th batter (e.g. a team batting 6 receives outs for batter 7 and 8. A team batting 7 receives an out for batter 8). The injured player's absence from the field does not violate the participation rules. The player is permitted to re-enter the game at her original place in the batting order. Per rule 5-4J, If the number of players (including pickup players) for a team drops below six due to injury, sickness, leaving the game or otherwise, the game is forfeited.

4-2: Substitution

WUSA allows free substitution of the team in the field subject to participation rules.

4-2A: In 7U and 8U, all players must play one full inning in the field at one of these positions within the first three innings of the game: Pitcher, First Base, Second Base, Rover, Shortstop or Third Base.

4-2B: In the 9U, 10U, and 11U divisions, all players must play one full inning in the field at one of these positions within the first three innings of the game: Pitcher, Catcher, First Base, Second Base, Shortstop, and Third Base.

4-2C: If a player arrives late, she must be included in the infield rotation prior to the end of the game.

4-2D: Defensive substitutions do not need to be reported to the umpire or scorer. Defensive player position plan changes need to be reported to the opposing manager in accordance with WUSA Rule 4-1B.

4-2E: Failure to satisfy Rule 4-2A or 4-2B (infield rotation) results in a team warning and coordinator notified. Further noncompliance with Rule 4-2A or 4-2B is a game forfeiture. All teams begin with a warning during tournament play.

4-7: Coach

4-7A: Same as USAS.

4-7B: Managers are responsible for the actions and behavior of their players, all who stay on the bench or near the bench or players' area, and all spectators who are parents or guardians of their players. Poor sportsmanship, throwing of equipment, fighting, and baiting of Players, Coaches, or Officials will not be allowed. Guilty persons shall be asked to leave the playing/stadium area, not just the playing field and dugout. Managers are responsible for enforcing this rule.

4-7C: 4-8, 4-9 and 4-10: Same as USAS.

4-7D: 3rd party coaches are permissible on field with a completed and cleared background check.

RULE 5: THE GAME

5-1A: The Home Team sits on the third base side and is responsible for ensuring the field is correctly prepared before game time. In the 9U and 10U divisions, the Home Team is responsible for setting up the pitching machine on the field before the game, removing the pitching machine before the next game (in the 10U division) and, if it is the last game of the day on the field, removing the pitching machine from the field and returning it to the storage area after the game.

- 5-2: (Replaces USAS): Prior to the start of play each day, playing conditions will be determined and rainouts and cancellations will be decided by the WUSA President, Vice President, Fields Coordinator, or their designee. For a game in progress, the home plate umpire is responsible for continuation, delays, and/or cancellation of play due to weather or field conditions as per USAS rules.
- 5-3A: A regulation game shall consist of six innings, though the bottom of the sixth inning will not be completed if the home team is ahead.
- 5-3C: During the Spring Season, a game called by the umpire prior to the time limits listed in WUSA Rule 5-10 shall be deemed to be a completed game if three innings have been completed, or two and one half innings have been completed and the home team is ahead, or if the game is in the third inning and one team has been mathematically eliminated pursuant to the Inning Run Limit in effect for that division. The official final score of the game will be the score at the end of the last completed inning. If a game begins but is deemed not to be regulation, the game will be rescheduled and replayed in its entirety (i.e., from the beginning). This WUSA Rule 5-3C does not apply to WUSA Rule 5-10B. This WUSA Rule 5-3C only applies when there are extenuating circumstances (inclement weather, umpire illness/injury, etc.) which, in the umpire's discretion, cause the game to end early. Otherwise, the length of games is subject to WUSA Rules 5-10 and 5-10B.
- 5-4E: Stalling that may be viewed as permissible in USAS tournament softball is not appropriate in WUSA games. In the final five minutes of the game, the umpire will pause the official game time for any time outs called, appeals made, or any other action deliberately taken that, in the umpire's sole discretion, is viewed as stalling.
- 5-4J: (Replaces USAS): If the number of players (including pickup players) for a team drops below six due to injury, sickness, leaving the game or otherwise, the game is forfeited.
- 5-7B: A Defensive Coach can only have one charged conference per inning with his players on the field out of the three charged conferences allowed per game.
- 5-7C: 7U, 8U and 9U: Two defensive coaches, one defensive coach down each foul line in foul territory, will be allowed and must remain in the grass 20 feet back from the offensive base coaches. The defensive coaching must be provided to defensive players in such a manner as to not interfere with the instructions given by the offensive base coaches to runners and batters. In all divisions, one defensive coach (e.g. bucket coach) is allowed on the dirt part of the field. All other coaches will be located in the grass area outside the field of play on their side of the field or in their dugout.
- For all divisions, two offensive coaches located on the 3rd base and 1st base coaching boxes respectively are allowed on the dirt. All other coaches will be located in the grass area outside the field of play on their side of the field or in their dugout.
- 5-9: (Replaces USAS): There is no "run-ahead" rule for WUSA softball. There is also no "mathematical elimination" rule related to the per-inning run limit. Games will continue to completion even if the run limit means the trailing team cannot catch up.
- 5-10: (Replaces USAS) The time limit rule is in effect in all WUSA games, with the time limits for each division as follows. Once the time limit is reached, the game will continue until the inning is completed in which the time limit is reached, subject to WUSA Rule 5-10B.
- A. 7U and 8U: 60 minutes
 - B. 9U: 70 minutes
 - C. 10U, 11U, 12U, 14U: 75 minutes
- 5-10B: If there is another game scheduled on the field, at ten minutes before the scheduled start time of the subsequent game, the game will end immediately. If this occurs, the score will revert to the score at the end of the last completed inning and the game shall be considered a regulation game. If there is no scheduled subsequent game, the inning will be completed. This rule does not apply in tournament or playoff games.
- 5-11: (Replaces USAS) Tie games are permissible, except in tournament or playoff games, where the following tie breaker rules will be played to determine a winning team:
- 5-11A: In the 9U, 10U, 11U, 12U and 14U divisions, in any inning starting after the expiration of the time limit, each team will begin its turn at bat with no outs and with the players representing the last two at bats from the prior inning placed on second base and third base. Specifically, the last batter from the prior inning shall be placed on second base and the second-to-last batter will be placed on third base. In addition, after the expiration of the time limit, the Inning Run Limit (as defined) will be increased to eight runs.

- 5-11B: In the 7U and 8U division, in any inning starting after the expiration of the time limit, each team will begin its turn at bat with one out and no runners on base.
- 5-12: During the season end tournament, a team must bat a minimum of 8 players. Batting a lineup with fewer than 8 results in an automatic out for vacant positions up to the 8th batter (e.g. a team batting 6 receives outs for batter 7 and 8. A team batting 7 receives an out for batter 8).

RULE 6A: PITCHING REGULATIONS (FAST PITCH)

These Fast Pitch regulations apply in 11U, 12U, 14U, and in 10U and 9U during the innings of play with a girl pitcher. USAS Rule 6A (Fast Pitch) will apply with the following two additional provisions:

- 6A-5C: No more than four defensive players (excluding the pitcher and catcher) may be in the infield at the time the ball is pitched. For purposes of this rule the infield shall mean the dirt. All other players must start in the grass until the time the ball is pitched.
- 6A-9: Not more than one minute may be used to deliver not more than five warm-up pitches. If a returning pitcher, not more than one minute may be used to deliver not more than three warm-up pitches.
- 6A-11: In 10U girl pitch, 11U, 12U, and 14U, to attain pitcher eligibility, a player must attend the pitcher tryout. If an ineligible player pitches, the result is a game forfeiture. This rule is vacated if a team's eligible pitcher(s) are unable to pitch due to injury or game absence. This rule may be suspended by a majority vote of the WUSA President, WUSA Executive Board, and the respective division coordinator(s) for a specific team.
- 6A-12: Any player who tries out as a pitcher is eligible to pitch unlimited innings regardless of whether she was or was not selected in a defined pitchers' round.

RULE 6A: PITCHING REGULATIONS (MACHINE PITCH) (REPLACES USAS RULE 6A - FAST PITCH)

These Machine Pitch regulations apply after the end of the first full inning in 9U and after the end of the second full inning of play in 10U.

- 6A-1: The pitching machine will be positioned at the pitcher's rubber position, 35 feet measured from the back of home plate. In 9U, the pitching machine will be set to 35 mph. In 10U, the pitching machine will be set to 38 mph.
- 6A-2: In 9U, the pitching machine will be operated by a non-manager coach from the batting team. In 10U, the pitching machine is operated by the umpire unless only one umpire is present. If only one umpire is available, the pitching machine is operated by a non-manager coach from the batting team.
- 6A-2A: In either 9U or 10U, if the non-manager coach operating the pitching machine provides any form of instruction or communicates with players or other coaches the coach will receive a warning from the umpire. If the pitching machine operating non-manager coach provides instruction or communicates with players or other coaches a second time a dead ball is called, the batter is out, and all baserunners return to their original base.
- 6A-3: Each team may adjust the pitching machine during the break between half-innings preceding their turn at-bat. The pitching machine may be adjusted at any other time at the umpire's discretion.
- 6A-3A: In 9U and 10U, if the non-manager coach operating the pitching machine adjusts the pitching machine mid inning without the umpire's consent, they will receive a warning from the umpire. If the pitching machine operating non-manager coach adjusts the pitching machine mid inning without the umpire's consent a second time a dead ball is called, the batter is out, and all baserunners return to their original base.
- 6A-4A: Batted balls striking the pitching machine or umpire are considered dead balls. The hit is treated as a single. Runners do not advance to the next base unless forced to advance. Thrown balls striking the pitching machine or umpire remain live balls. (See WUSA Rules 6A-8A and 6A-8B for balls coming to rest in the inner safety circle)
- 6A-4B: The pitching machine operating coach is not required to leave the field during play, but is obligated to make every reasonable effort not to interfere with any ball in play. Any hit ball that inadvertently strikes the coach pitcher shall be considered a dead ball. The hit shall be treated as a single with the batter taking first base and the other runners not advancing unless forced to advance. Any thrown ball that hits the machine operating coach shall be considered a dead ball and the umpire has discretion in placing the runners based on the situation. If the umpire determines that deliberate interference has occurred on the part of the coach pitcher, then the batter or runner, as the case may be, shall be called out and all other runners shall return to

their bases. If the coach pitcher knocks down or interferes with the pitcher making a play the batter will be automatically called out and all other runners shall return to their bases.

- 6A-5: Same as USAS Rule 6A.5 (Fast Pitch), with the additional sections below.
- 6A-5C: No more than four defensive players (excluding the pitcher and catcher) may be in the infield at the time the ball is pitched. For purposes of this rule the infield shall mean the dirt. All other players (including rover) must start in the grass until the time the ball is pitched. The corner infielders must be no closer than 30 feet from the batter and the middle infielders must remain behind an imaginary line connecting first base and third base until after the ball has been batted.
- 6A-5D: The pitcher must start play with one foot on or in the rear one-half of the pitching circle and one foot outside the circle. The "player-pitcher" shall, for all intents and purposes of the other various rules governing the 9U Divisions, be considered the pitcher.
- 6A-6: Catchers and other fielders must throw the ball to the pitcher, not to the umpire operating the pitching machine.
- 6A-7: Same as USAS Rule 6A.7 (Fast Pitch)
- 6A-8A: If a batted ball comes to rest within an unsafe proximity to the pitching machine as determined by the umpire, the ball will be declared dead, the batter will be awarded first base and no other runner shall advance unless forced. This includes batted balls that may have touched a fielder. If, in the judgment of the umpire, a fielder drops, kicks, rolls, pushes or in any manner purposely directs a batted ball into immediate vicinity of the pitching machine in an attempt to take advantage of this rule with a runner on base, the batter will be granted first base and all runners will advance one base with no liability to be put out.
- 6A-8B: If a thrown ball or dropped ball comes to rest within an unsafe proximity to the pitching machine as determined by the umpire: the ball is declared dead and all runners will be granted the base to which they were advancing at the time the ball was declared dead, governed by the position of the lead runner. Runners who were not advancing at the time the ball was declared dead shall not be awarded a base.

RULE 6A: PITCHING REGULATIONS (COACH PITCH) (REPLACES USAS RULE 6A – FAST PITCH)

These Coach Pitch regulations apply in the 7U and 8U Division. The concept of coach pitch is that the only way a batter can advance to first base is by hitting a pitched ball into the field of play.

- 6A-1: The coach pitcher may be any manager or adult assistant coach. The coach pitcher will pitch to his/her own team.
- 6A-2: The coach pitcher must have one (1) foot within the 16-foot (8-foot radius) pitching circle around the pitching plate when the pitch is released.
- 6A-3: The coach pitcher is not required to leave the field during play but is obligated to make every reasonable effort not to interfere with any ball that is in play. Any hit ball that inadvertently strikes the coach pitcher shall be considered a dead ball. The hit shall be treated as a single with the batter taking first base and the other runners not advancing unless forced to advance. Any thrown ball that hits a coach pitcher shall be considered a dead ball and the umpire has discretion in placing the runners based on the situation. If the umpire determines that deliberate interference has occurred on the part of the coach pitcher, then the batter or runner, as the case may be, shall be called out and all other runners shall return to their bases. If the coach pitcher knocks down or interferes with the pitcher making a play the batter will be automatically called out and all other runners shall return to their bases.
- 6A-4: Coach pitchers will be allowed to give brief instructions only to the batter from the pitching circle. Otherwise, the pitching coach is to remain silent.
- 6A-5: Same as USAS Rule 6A.5 (Fast Pitch), with the additional sections below.
- 6A-5C: A maximum of five fielders (not including the player-pitcher and the catcher) are permitted to be in the infield area. One of these five players (the "Rover") must play behind the second base bag (with no requirement to be in the outfield grass) until after the ball has been batted. The corner infielders must be no closer than 45 feet from the batter and the middle infielders must remain behind an imaginary line connecting first base and third base until after the ball has been batted. All other defensive players must be on the outfield grass until after the ball has been batted.
- 6A-5D: The position of "player-pitcher" will be played with at least one foot inside and in the rear one-half of the 16-foot (8-foot radius) pitching circle with the player-pitcher standing to the left or right of the coach pitcher and a

sufficient distance from the coach pitcher so as not to interfere with the coach pitcher. The "player-pitcher" shall, for all intents and purposes of the other various rules governing the 7U and 8U Divisions, be considered the pitcher.

6A-6: Fielders must throw the ball to the player pitcher, not to the coach pitcher.

6A-7: Same as USAS Rule 6A.7 (Fastpitch)

6A-9: Same as USAS Rule 6A.09 (Fastpitch)

6A-10: Same as USAS Rule 6A.10 (Fastpitch)

RULE 7: BATTING

7-2B: (Replaces USAS): Teams will bat the whole roster. There are no offensive substitutions other than courtesy runners. If a player becomes unable to play for any reason, including injury, sickness, or leaving the game, her place in the batting order will be skipped (with no out recorded). The player is permitted to re-enter the game.

7-6P: In 7U and 8U, the batter is out on a third strike, whether or not it is caught by the catcher.

7-6V: In 7U and 8U, the batter is out if the sixth pitch from the coach pitcher is not hit into fair territory.

7-6W: In any division, if a player throws her bat after swinging at a pitch, she will receive a warning from the umpire.

If the same player throws her bat a second time at any point in the same game, she will be called out.

7-6X.1: Neither bunting nor fake bunting is allowed in the 7U and 8U divisions and in the 9U and 10U divisions in the machine pitch innings. Bunting is allowed in the 11U, 12U and 14U divisions and in the 9U and 10U divisions in the girl pitch innings.

7-6X.2: Players are not allowed to execute a fake bunt, followed by a full swing on the same pitch (slash), in any division. Players may execute a fake bunt with no subsequent full swing on the same pitch in the 11U, 12U and 14U divisions and in the 9U and 10U divisions in the girl pitch innings. If a slash is executed and the batter makes contact on the first attempt, the ball is ruled a foul ball. If the batter misses on a first attempt, the result is a strike and players may not advance under any circumstance. If the catcher drops the ball in a dropped third strike situation, it is a dead ball, the batter is out, and runners may not advance. A team warning is issued after the first attempt. Any subsequent slash attempt is an out and runners may not advance.

7-7: Intentional walks are not permissible in any WUSA division.

RULE 8: BATTER-RUNNER AND RUNNER

8-1B: In 7U and 8U, the batter does not become a batter-runner on a dropped third strike.

8-1C: In 7U, 8U and during the machine pitch innings of 9U and 10U, there are no walks—four (or more) called balls will not result in an award of first base.

8-1F: In 7U, 8U and during the machine pitch innings of 9U and 10U, there will be no base awarded to a batter who is hit by a pitch.

8-5N.1: In 7U and 8U, when an 7U/8U Overthrow occurs (see WUSA Playing Rule 1), the ball is dead, the batter is awarded first base, and other runners are awarded one base from their position at the time of the pitch.

8-5N.2: In 9U, when a 9U Overthrow occurs (see WUSA Playing Rule 1), the ball is live but runners will be limited to attempting to advance one base beyond the next base at the time of the pitch with liability to be put out (e.g., the batter can attempt 2nd base, a runner starting on 2nd base can attempt home plate). After the 9U Overthrow occurs, if the Defense attempts to make a play on any advancing runner, all runners may advance at will with liability to be put out. After the 9U Overthrow occurs, if the Defense makes no attempt on any runner or returns the ball directly to the Pitcher, all runners will be limited to two bases from location when ball was pitched.

8-5O: In 7U and 8U, defensive players are not permitted to roll the ball deliberately to another player. If, in the umpire's discretion, a defensive player intentionally rolls the ball to the pitcher or carries the ball back to the pitcher or pitcher's circle to avoid making a normal return throw, the runners will be advanced one base after the play is declared dead.

8-6I.1: In 7U and 8U, no base stealing is permitted. Runners must return to their original base after any pitch on which the ball is not put in play without liability to be put out.

- 8-6I.2: In 9U and 10U, if the ball is not put into play via a batted ball or a dropped third strike, runners are entitled to advance or steal one base only per pitch with liability to be put out. A runner attempting to advance beyond the one base they are entitled to advance or steal, may be put out while between bases. After all play ceases and the ball is dead, if a runner occupies a base beyond the one the runner was entitled to advance or steal, the runner will be returned to the correct base without liability to be put out.
- 8-6I.3: In 9U and 10U machine pitch, for a base runner to advance on a ball not in play, the machine pitch must be deemed receivable by the umpire. Any machine pitch where the hitter does not swing and the pitch is determined uncatchable by the umpire (as a result of a machine malfunction or missfeed) results in a dead ball and the pitch is replayed.
- 8-6I.4: In 9U and 10U, a batter who receives a base on balls cannot advance past first base. If the batter-runner safely advances further (she is at risk of being put out when advancing further), once the ball becomes dead the batter-runner shall return to first base.
- 8-7T.4: In 8U and 9U, a runner who has stopped advancing may not advance on a throw back to the pitcher unless the pitcher fails to catch the throw. When the pitcher catches such a throw, the ball is dead and if runners are attempting to advance under this condition, the umpire will call time and put the runners back at the base they had reached prior to the throw to the pitcher.

There is no look back rule in 7U, 8U, or 9U. Look back rule begins at 10U.

- 8-7T.5: In 8U, when the ball is controlled by the pitcher in the 16-foot (8-foot radius) “pitching circle” around the pitching plate, the play is dead, except when the pitcher fields a batted ball in the pitching circle and elects to make a play on a runner, or if, in the sole discretion of the umpire, the pitcher enters the pitching circle with the intent of continuing through the circle in an attempt to tag or make a play on a runner. Runners who are past the halfway mark between the bases when the play is dead will be awarded the base to which they are advancing with no penalty to be put out, and those who have not reached the halfway mark will return to the previous base unless forced to the next base. In the event two runners are entitled to the same base, the trailing runner will return to the previous base.

In 8U, the play is also dead when the lead runner is forced to stop advancing by the defensive player. This is defined as either controlling the ball ahead of the lead runner that is occupying a base or tagging the lead runner occupying a base. Any subsequent runners are positioned by the umpire based upon their proximity to the halfway hash mark at the time the lead runner stops advancing.

- 8-7T.6: In 7U, any attempt to return the ball to the pitcher with the thrown ball passing through an imaginary “cylinder of the pitching circle”, in the sole discretion of the umpire, results in the play being dead or when the ball is controlled by the pitcher in the 16-foot (8-foot radius) “pitching circle” around the pitching plate, the play is dead, except when the pitcher fields a batted ball in the pitching circle and elects to make a play on a runner, or if, in the sole discretion of the umpire, the pitcher enters the pitching circle with the intent of continuing through the circle in an attempt to tag or make a play on a runner. Runners who are past the halfway mark between the bases when the play is dead will be awarded the base to which they are advancing with no penalty to be put out, and those who have not reached the halfway mark will return to the previous base unless forced to the next base. In the event two runners are entitled to the same base, the trailing runner will return to the previous base. The pitcher DOES NOT need to have control of the ball in the circle for the play to be dead.

In 7U, the play is also dead when the lead runner is forced to stop advancing by the defensive player. This is defined as either controlling the ball ahead of the lead runner that is occupying a base or tagging the lead runner occupying a base. Any subsequent runners are positioned by the umpire based upon their proximity to the halfway hash mark at the time the lead runner stops advancing.

- 8-10: Courtesy Runners (Replaces USAS)

- 8-10A: The team at bat may use a courtesy runner for the pitcher or the catcher provided that the team at bat has two outs at the time of the substitution, and the substitution is made before the next pitch is thrown after the second out is recorded. The team at bat may use a courtesy runner for a player who becomes injured after becoming a batter-runner. The utilization of a courtesy runner for an injured batter-runner shall end when 1) such courtesy runner is put out, 2) such courtesy runner scores a run or 3) the half-inning comes to an end.

- 8-10B: For purposes of this rule, the catcher means the player who will play that position in the next half inning and the pitcher means the player who will pitch in the next half inning (as opposed to a defensive pitcher in 7U, 8U, 9U or 10U). If there is no possibility that the batting team will play another half inning in the field, no courtesy

runner is permitted.

- 8-10C: The courtesy runner shall be the most recent batter not currently on base who is not the pitcher or the catcher. If it is the first inning and there is no such player, the courtesy runner shall be the last player in the batting order that is not on base and is not the pitcher or the catcher.
- 8-10D: A courtesy runner must be reported to the plate umpire. If an incorrect courtesy runner is used, when the error is discovered, the correct runner shall replace the incorrect one at no penalty.
- 8-11: Infield fly is enforced beginning in the 10U division.
- 8-12: In 7U and 8U, during the fall season and the first half of the spring season, a runner leaving early results in a team warning. Any subsequent runner leaving early is out.
- There are no warnings issued after the mid-point of the spring season (generally, post Spring Break). Any runner leaving early is out.
- For the 9U, 10U, 11U, 12U, and 14U divisions, there is no team warning for leaving early.

RULE 9: PROTESTS (REPLACES USAS)

Umpire decisions on the field are final and games may not be protested.

RULE 10: UMPIRES

- 10-1: Only the Manager or Acting Manager is allowed to discuss the results of a play with the Umpire. Managers may not question the umpire's judgment including fair/foul, ball/strike and safe/out calls. Managers may ask umpires for clarification of rules by calling time out and speaking in a respectful manner.
- 10-2: Unsafe Play Rule: If, in an umpire's discretion, a player at any position is playing unsafely, such that there is an unreasonable risk of injury to any player or umpire, the umpire shall call "unsafe play" and notify both managers. The first such call on each player constitutes a warning to the player and her manager. On the second such call on the same player at the same position, the umpire shall again call an unsafe play, and that player shall become immediately ineligible to play that position for the remainder of that game. The failure of a manager to reposition an ineligible player when told to do so by the umpire or the subsequent use of a player at an ineligible position will result in forfeiture of the game by that team.

RULE 11: SCORING

- 11-1A: The Home team will provide the official scorekeeper. However, the umpire will verify scores from each team's scorekeeper after each inning.
- 11-1B: The official scorekeeper should sit near the umpire.
- 11-1C: The Home team is responsible for reporting the score on the WUSA website within 24 hours of the completion of the game.
- 11-1D: The Home team is responsible for operating the scoreboard.